

ROBOTRON: 2084

The Fast-Action Arcade Hit!



5 JUNE 2084
ORIGINATOR: MOONBASE 0718Z
CLASSIFICATION: TOP SECRET
MISSION: OPERATION ROBOTRON

Background: At first, it was a technological breakthrough. Mankind created the Robotrons—a species of robots so advanced they no longer needed their human creators to think and act. But the Robotrons have turned on their creators! They're now determined to destroy humanity—or reprogram the survivors, turning them into destructive mutants!

Alert: Recently intercepted Robotron communications reveal that only a few clones of the last human family remain alive on earth!

Your Mission: Prepare immediately to step up the counter attack. Save the surviving humans!

Preliminary Instructions: Insert the Robotron, 2084 cartridge in your Atari 5200 SuperSystem as explained in your owner's guide, and turn on your system.

You can play with either one controller or two. For a two-player game, simply trade the one or two controllers back and forth between players.

To use one controller, plug it into jack 1. First your anti-robot laser gun by pressing the bottom red button on the controller.

To use two controllers, plug one into jack 1 and another into jack 2. Use the plastic tray from your Robotron 2084 package as a dual controller holder. Set the controller plugged into jack 1

into the left side of the holder, and the controller plugged into jack 2 into the right side. Maneuver with the left joystick. Use the right joystick to fire—your laser gun will shoot in the direction you move the joystick. Press the # button on the controller to select the level of difficulty. Level 0 is the easiest, level 3 the hardest.

Press the # button to choose a one- or two-player game. Press a START to begin your mission.

Press PAUSE to pause during a game. Press it again to resume play.

Press RESET to return, to the beginning of the game if you want to select a different level of difficulty or number of players.

Extreme Danger: The Robotrons know of you—the only one immune to their reprogramming. They will stalk you relentlessly.

Technical Data: Your only weapon is your anti-robot laser gun. With it you can destroy all the Robotron species except the Halls.

The Robotrons attack in waves, with different species of Robotrons in each wave. A new wave appears each time you destroy all the Robotrons on your screen—except the Invincible Halls. You have five lives, but for every 50,000 points you score, you earn another chance to complete your mission.

How to win: By saving as many of the remaining humans as you can, you'll rack up the most points. To do this, quickly get clear of the middle of the screen at the start of each wave of Robotrons, but avoid the corners. Concentrate on wiping out the Spheroids and Quarks first. Eliminate most of the rest of the Robotrons—leaving a few Grunts alive. Then, pick up the remaining humans before you destroy the last Robotron. Good luck! Commit this data to memory. You are the only hope for saving humanity.

16:23 MOONBASE
0718Z DISCONNECT

SCORING

THE AGGROHOMS



The Minelass Grundle: The Grundle are basically no joke. They have one job: to do you in. Annihilate the Grundle for 100 points each.



The Madmax Blaster: Unlike almost all of the robot species, Blasters cannot be destroyed but can send bolts the human clones. Your laser gun, any other than ours. Avoid the Blaster at all cost.



The Madmax Drone: Launched every 30th wave, the Drone can electrify you where you stand. Be wary the Drone has 600 points each. It's kinda weaker a human, it explodes when the enemy, who's not against you viciously as a madmax Drone. Start the Drone immediately with your laser gun for 100 points. The Drone also fires deadly Cruise Missiles that send you out mercilessly. Zap them for 50 points each.



The Madmax Spheroid and The It's really Spawns: Explode the Spheroids for 1000 points each before they bring forth the Endless Endless, which grow into evil Endless. Zap the Endless for 100 points each. Those that survive will happen later.



attack by launching their own Spawners. Destroy the Spawners for 50 points each.



The Galvanizing Electrodes: The Electrodes block your path, changing form with each new wave. They're not worth any points, but you must reposition them with your laser gun or they'll destroy you.



The Quake Quake and the Fortifying Tanks: Start the Quake for 1000 points, or lose the heavily tanks they really hurt. Tanks are worth 800 and the Quake Bombs that arise from them are worth 25 each.

THE LAST SURVIVING FAMILY



Max, Woman, and Chae: Only a handful of human clones remain on earth. Think as many as you can to place them under your protective power. In each wave you save 1000 points for the first human you save, 2000 for the second, 3000 for the third, 4000 for the fourth, and 5000 for each human you save after that.



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